

FIG. 1 PRIOR ART

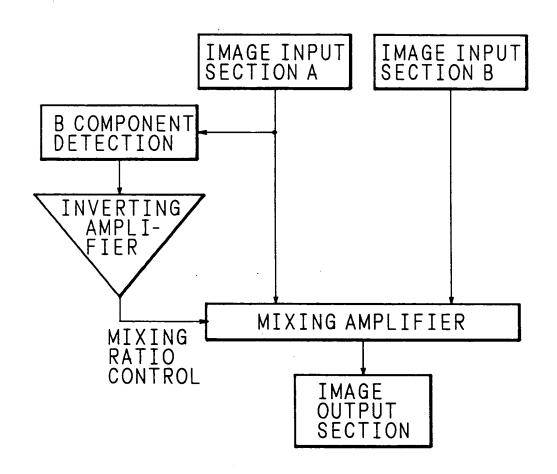




FIG. 2

IMAGE-INPUT FROM CAPTURING TOOL

↓
IMAGE SEQUENCE OF ACTUAL SCENE

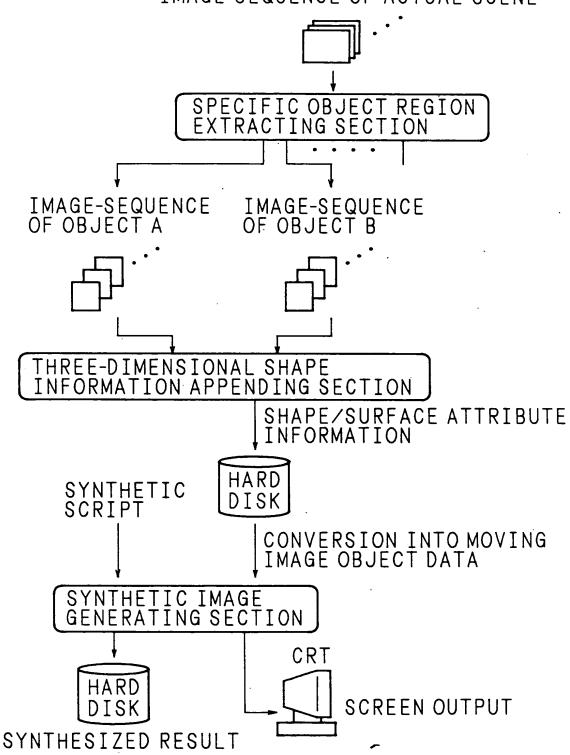
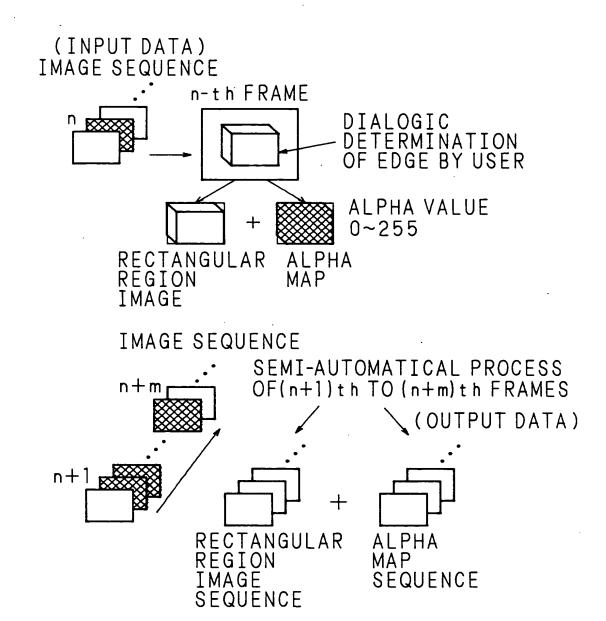
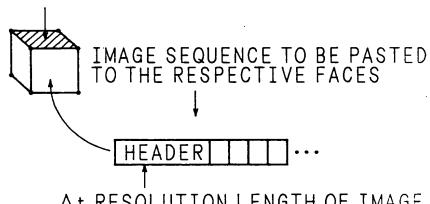


FIG. 3



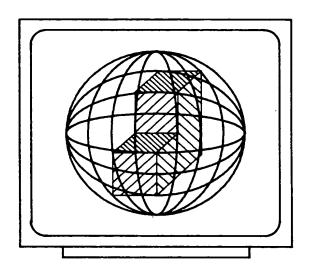
• SHAPE DATA(TOP LIST, SURFACE LIST) • SURFACE ATTRIBUTE DATA		
1	CHDEACE	IMAGE SEQUENCE POINTER IMAGE HEADER
	O O	
	1	IMAGE HEADER
	2	

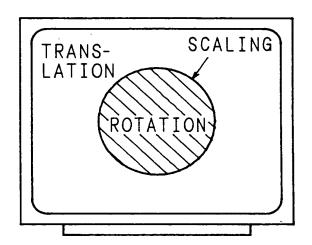
DESIGNATION OF SUITABLE COLOR



Δt, RESOLUTION, LENGTH OF IMAGE

FIG. 5





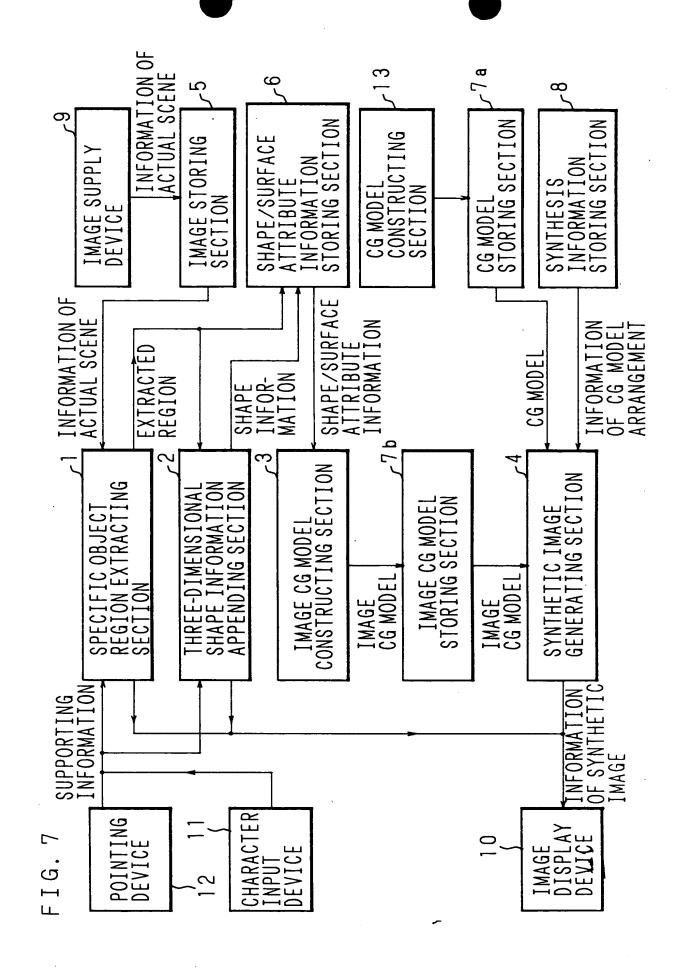


FIG. 8

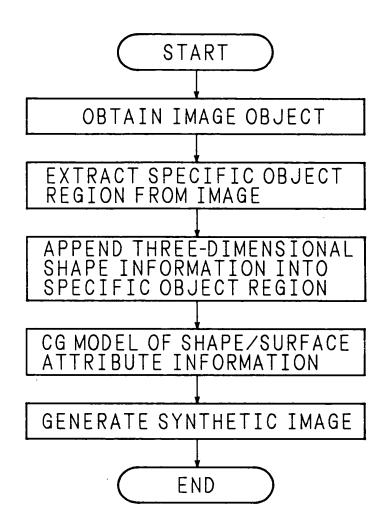
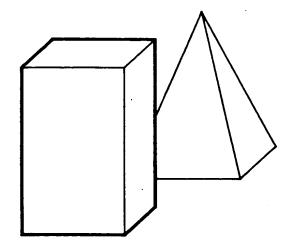


FIG. 9



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FIG. 10

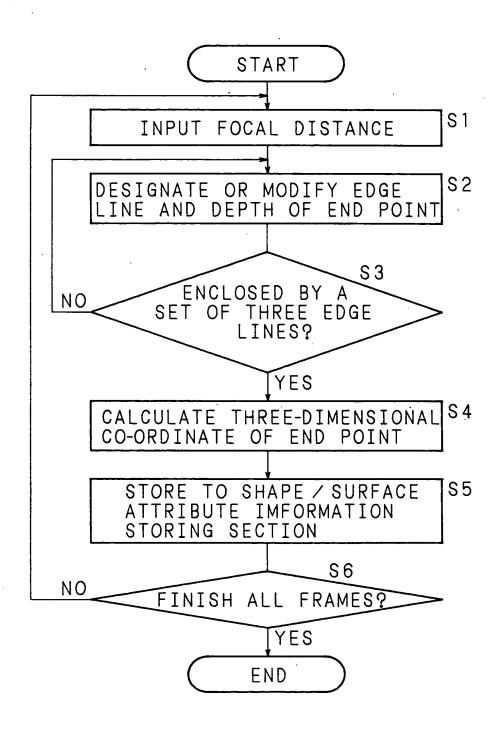
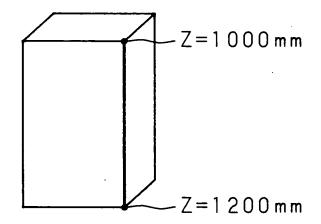
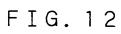


FIG. 11





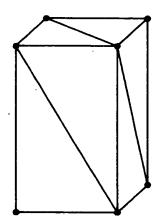


FIG. 13

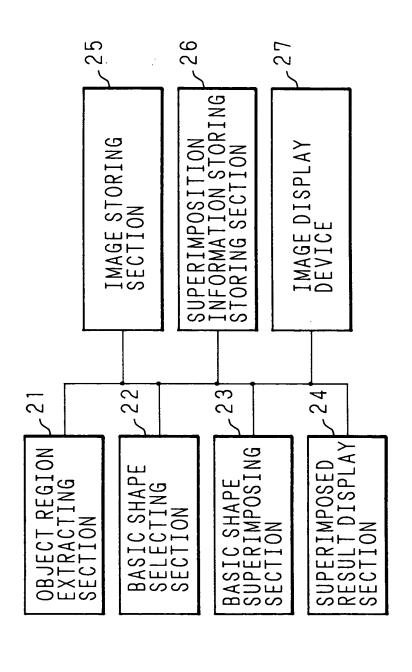


FIG. 14

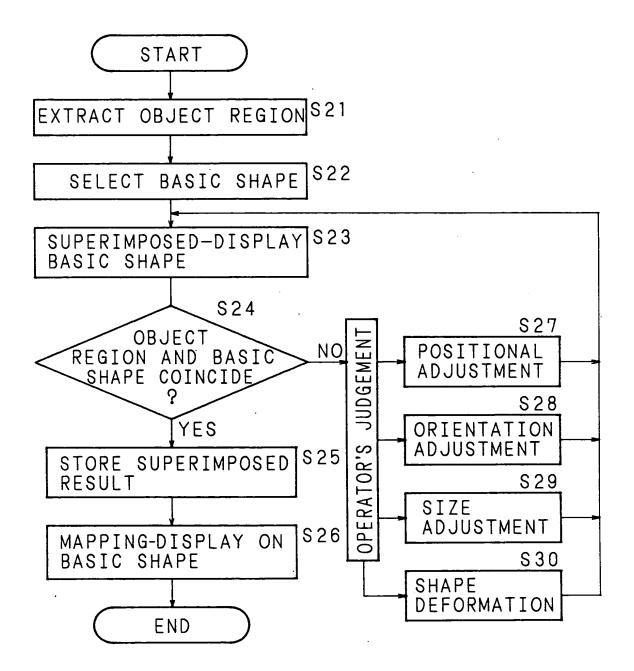


FIG. 15

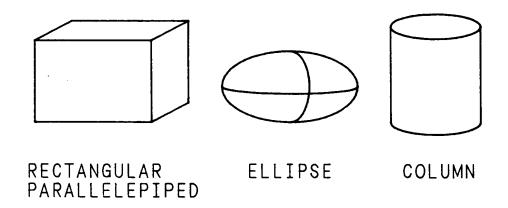


FIG. 16

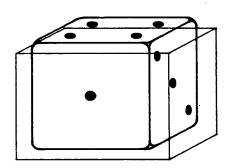


FIG. 17A

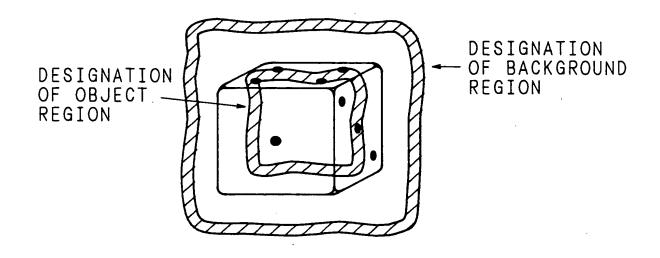
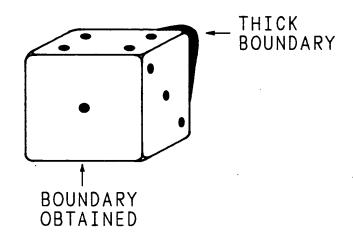


FIG. 17B



1

FIG. 18

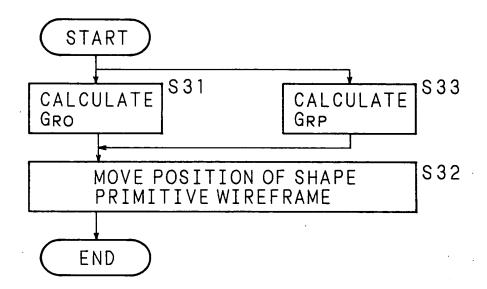


FIG. 19A

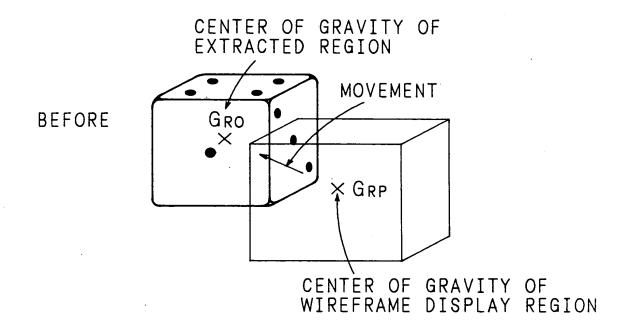


FIG. 19B

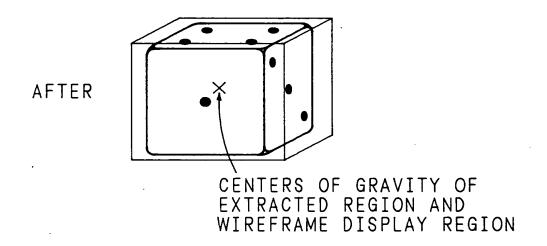
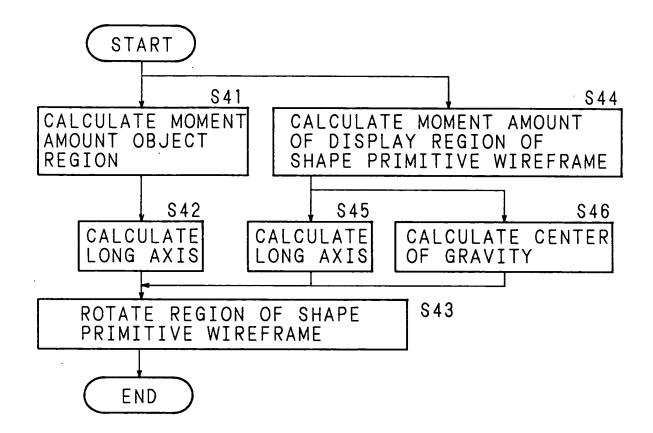
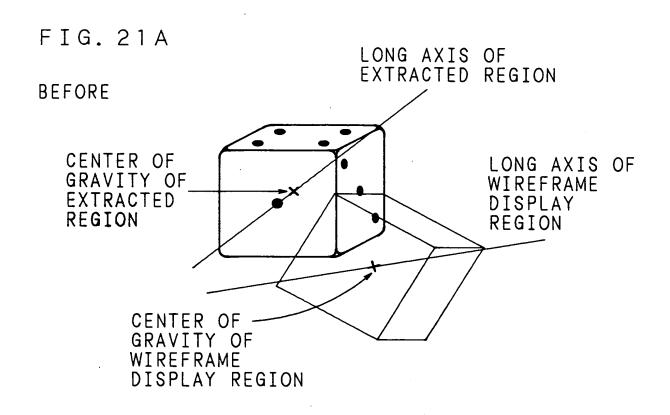


FIG. 20





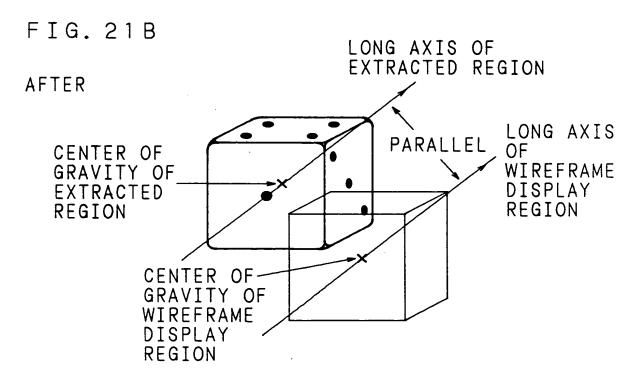


FIG. 22

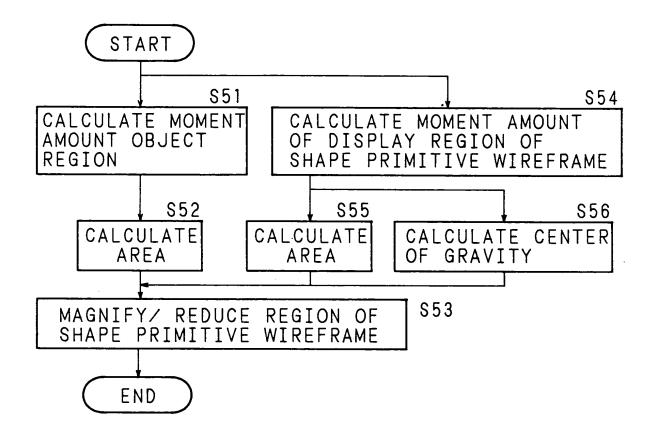


FIG. 23A

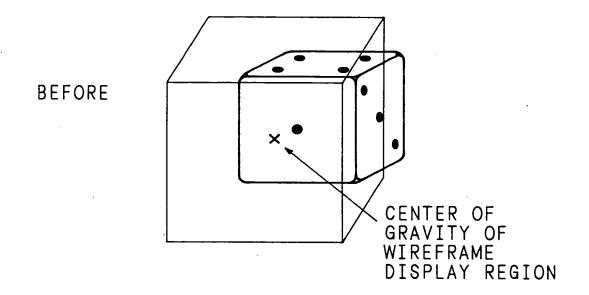


FIG. 23B

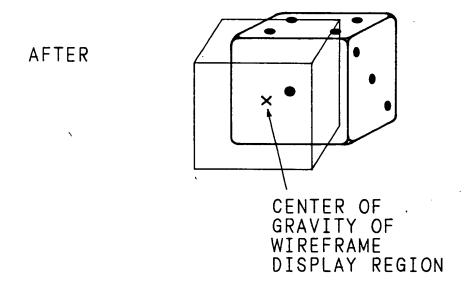
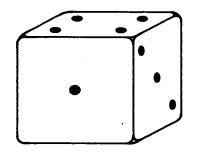


FIG. 24



39

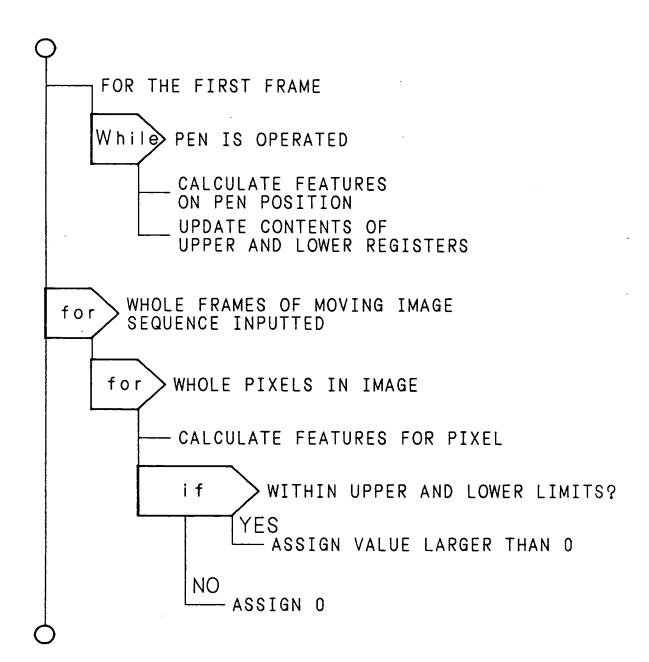
38

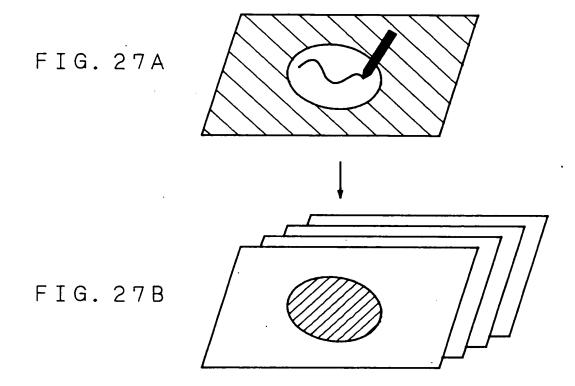
LOWER LIMIT REGISTER SEMICONDUCTOR MEMORY ~37 UPPER LIMIT IMAGE MEMORY MEMORY IMAGE MEMORY IMAGE MEMORY IMAGE MEMORY **PROCESSOR** -33b 34b -32b NTSC-RGB CONVERTER - A/D CONVERTER NTSC-RGB CONVERTER - A/D CONVERTER NTSC-RGB CONVERTER - A/D CONVERTER D/A CONVERTER LARGE-CAPACITY RECORDING MEDIUM CO-ORDINATE INPUT SECTION -34a -32a -33a RGB-NTSC CONVERTER - IMAGE INPUT SECTION IMAGE OUTPUT SECTION IMAGE INPUT SECTION IMAGE INPUT SECTION 36~ 35 25 FIG. 333 34~ 3

42

REGISTER

FIG. 26





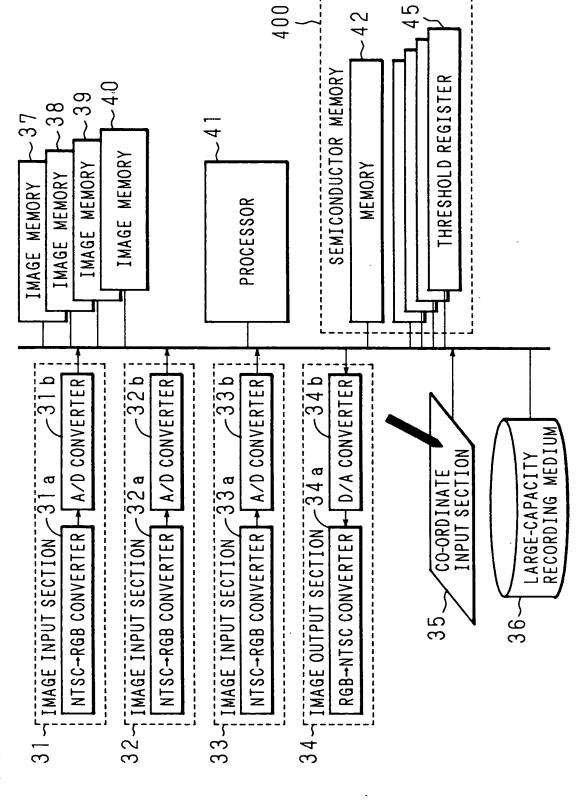
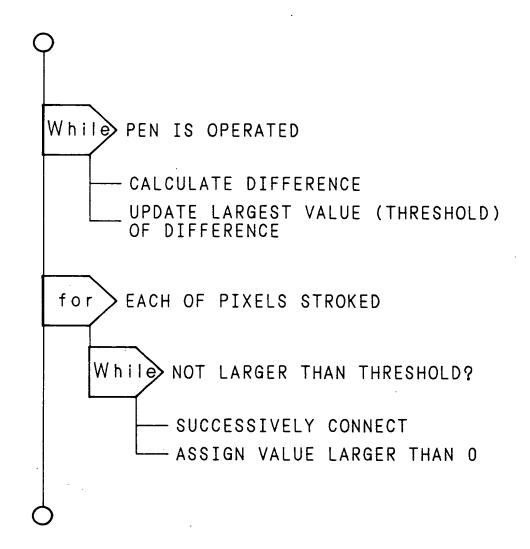
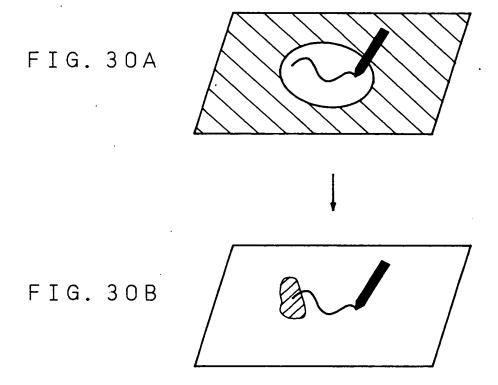


FIG. 28

FIG. 29





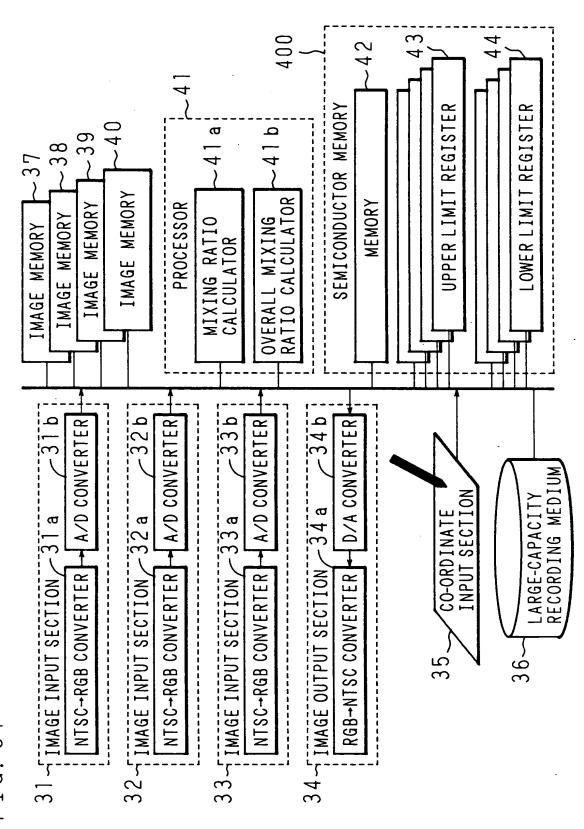
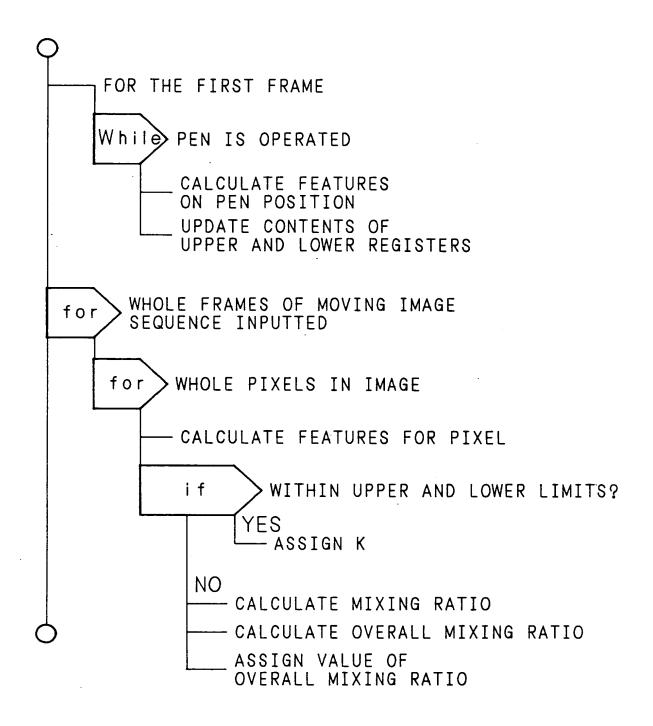
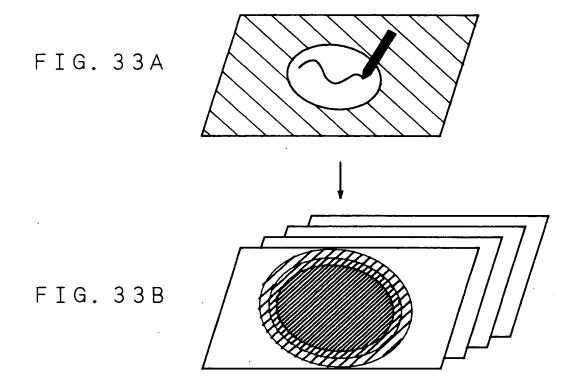
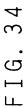
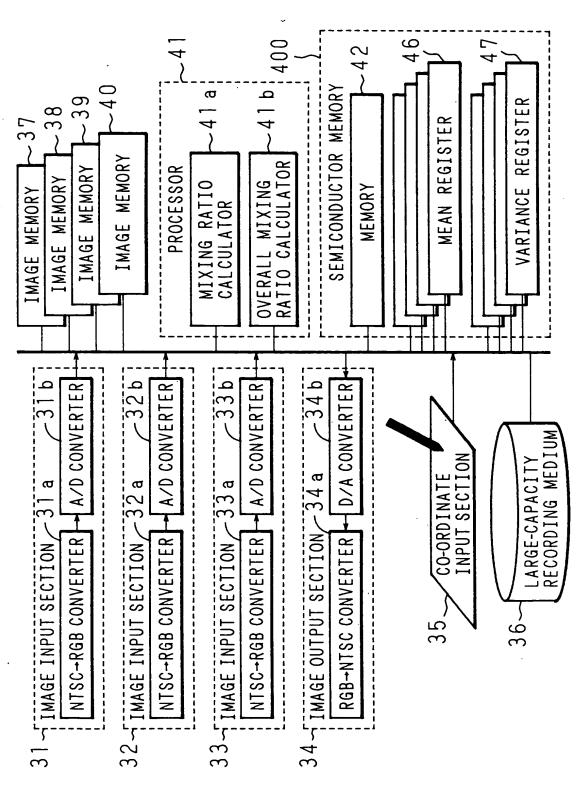


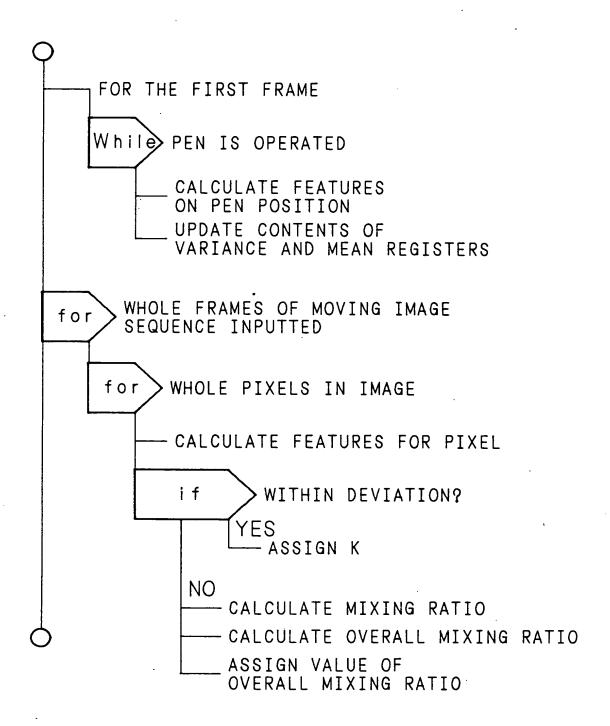
FIG. 31

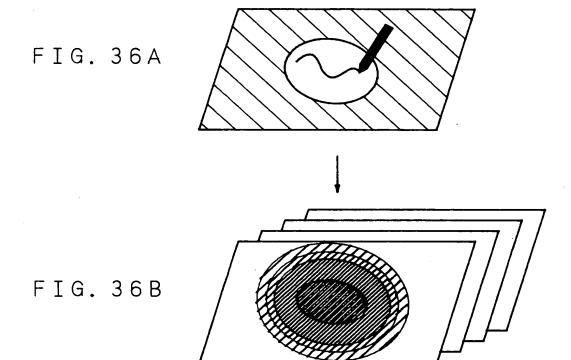












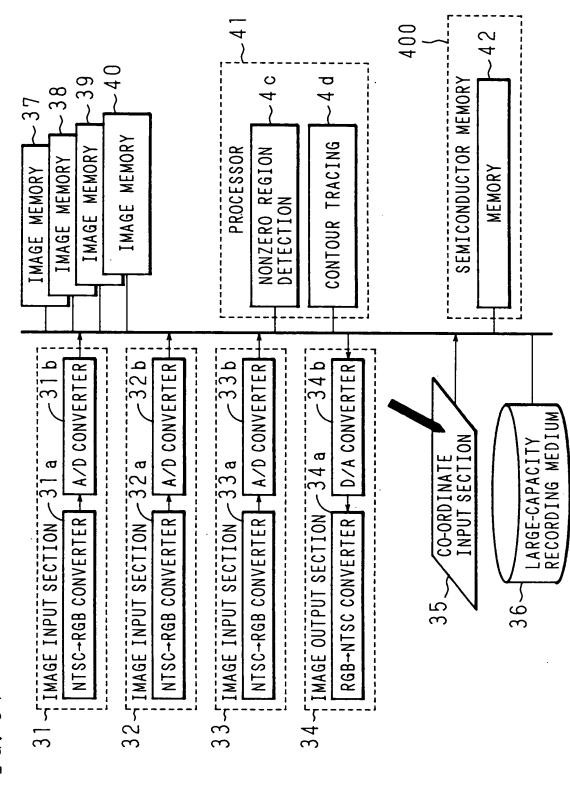
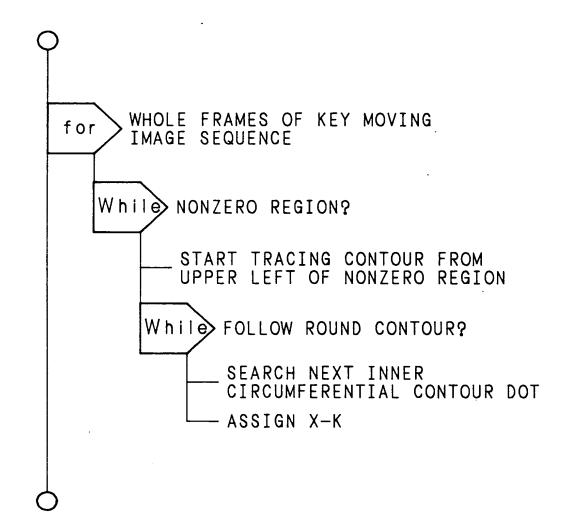


FIG. 37

FIG. 38



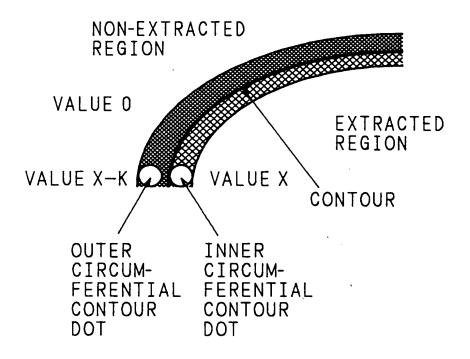
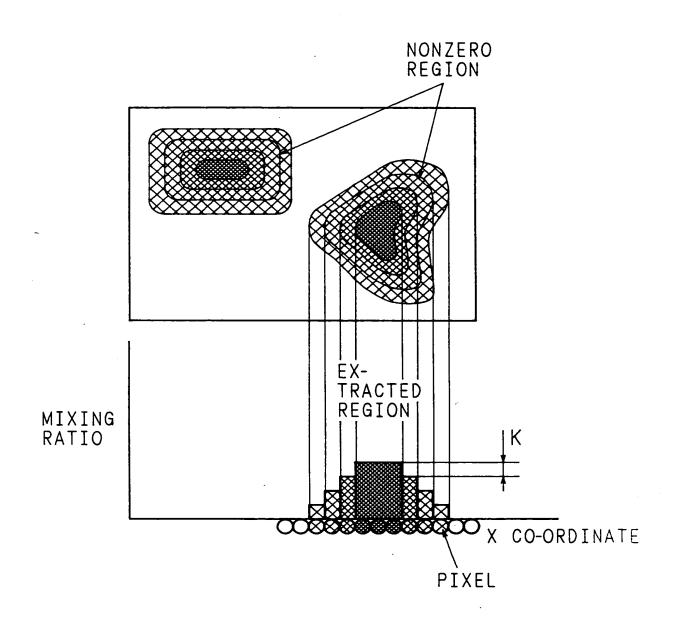


FIG. 40



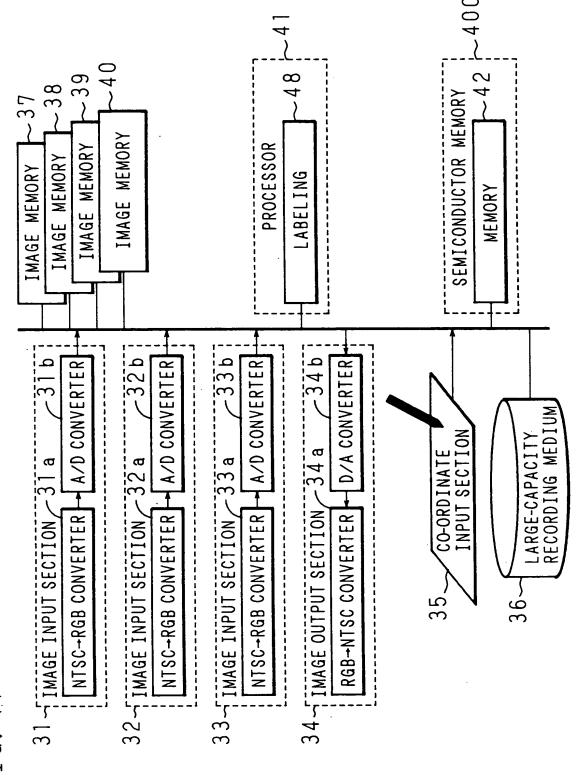


FIG. 4

FIG. 42

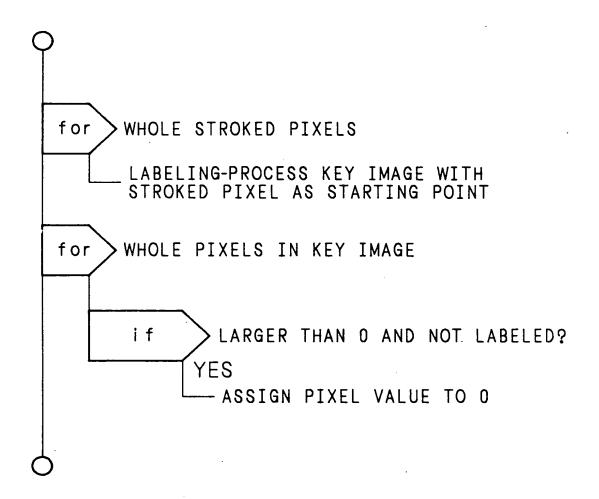


FIG. 43A

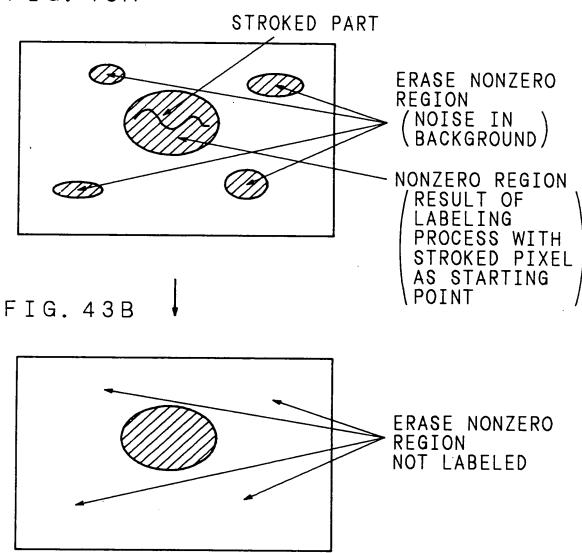
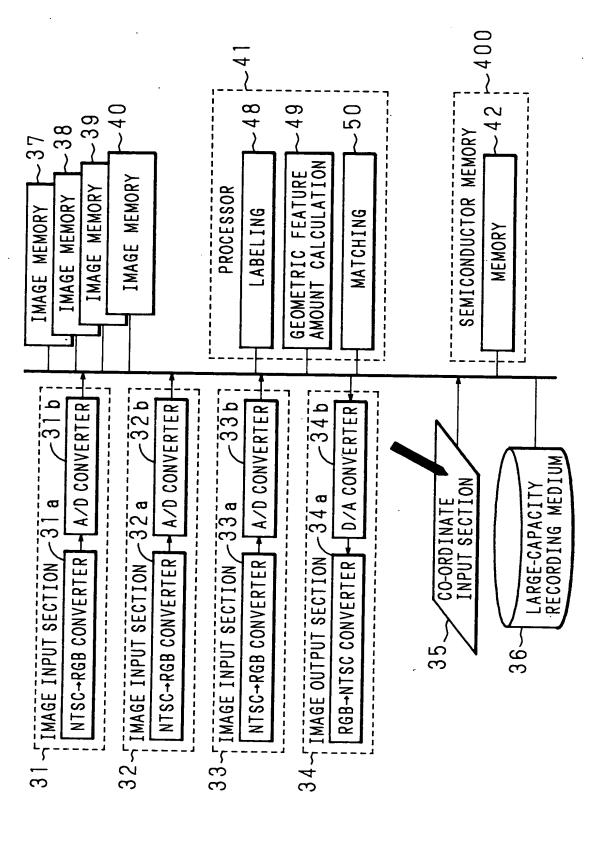


FIG. 44



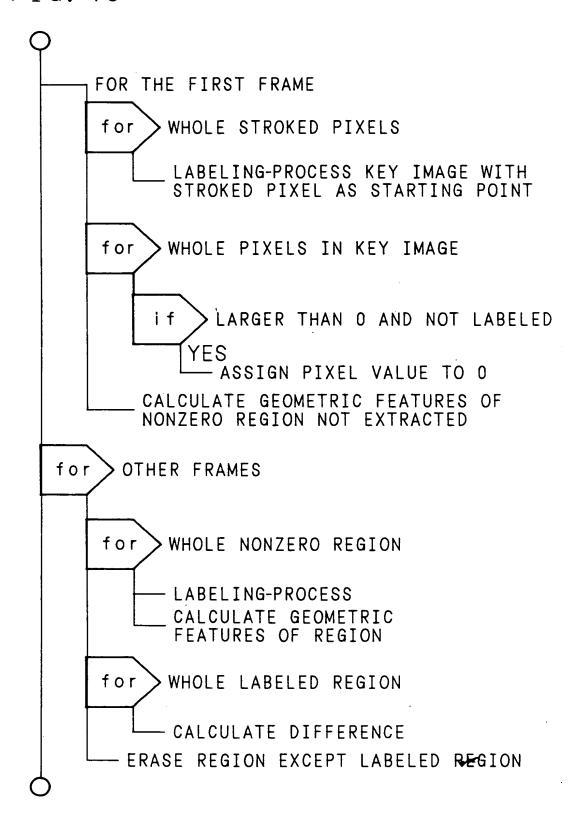
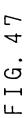
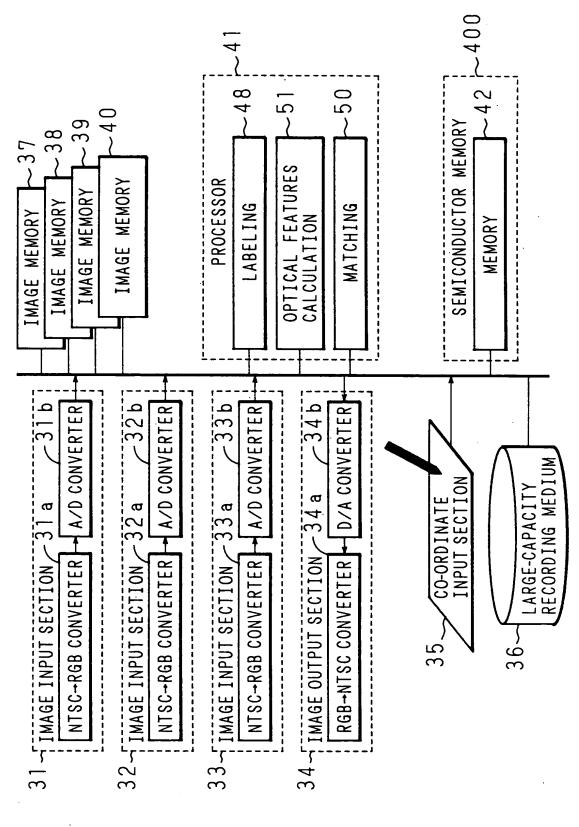


FIG. 46A FOR THE FIRST FRAME STROKED PART **ERASE** NONZERO REGION NOT LABELED CALCULATE GEOMETRIC FEATURES OF LABELED REGION FIG. 46B FOR THE SECOND FRAME AND AFTER THAT CALCULATE GEOMETRIC FEATURES OF EACH NONZERO REGION FIG. 46C **ERASE REGIONS** EXCEPT REGION CORRESPONDING TO OBJECT REGION IN PRECEDING FRAME





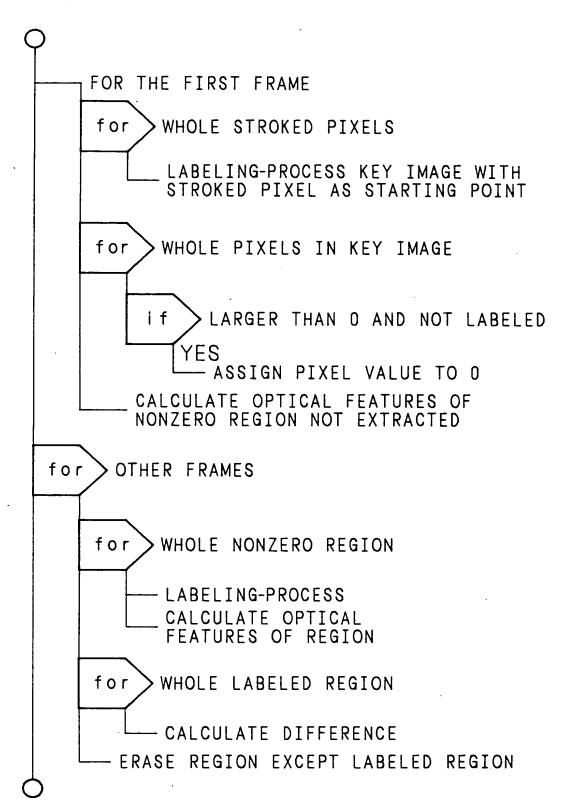


FIG. 49A
FOR THE FIRST FRAME STROKED PART

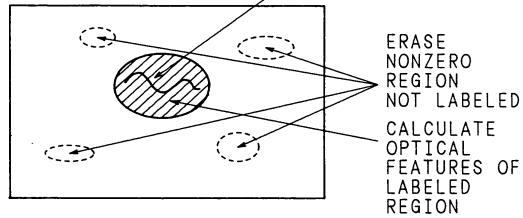


FIG. 49B FOR THE SECOND FRAME AND AFTER THAT

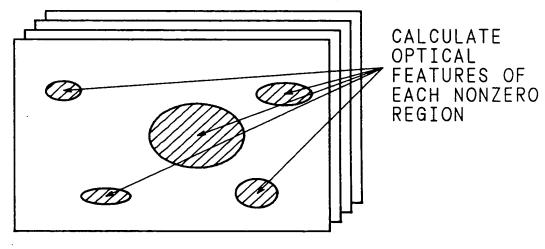
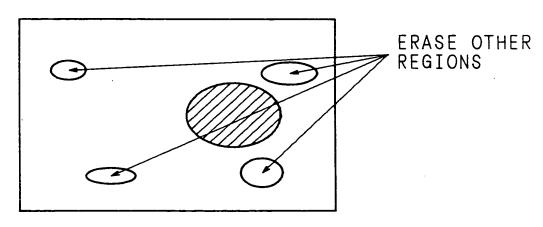


FIG. 49C



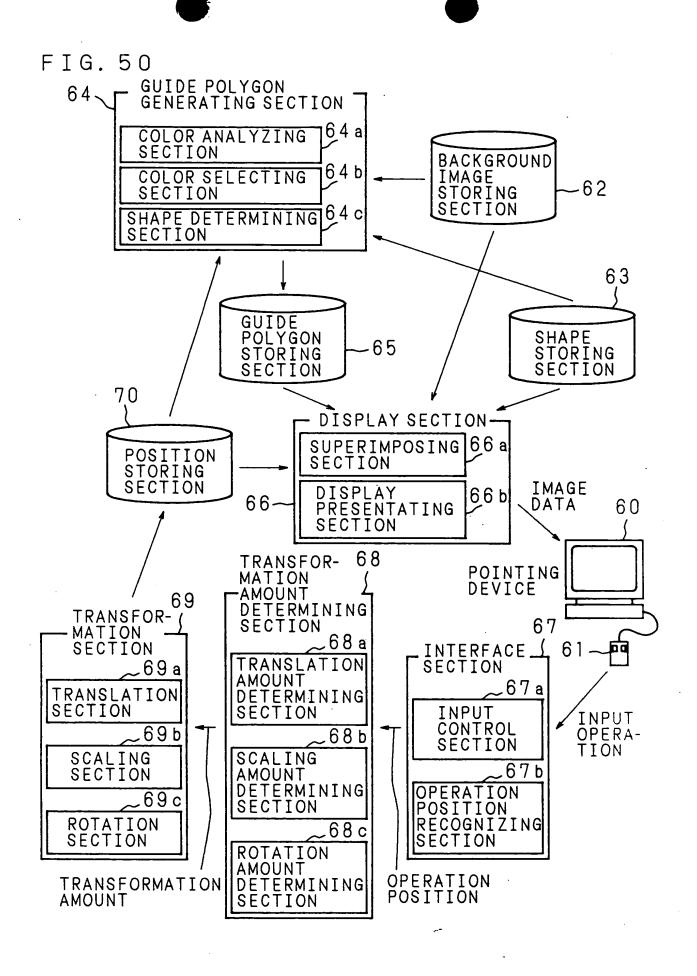
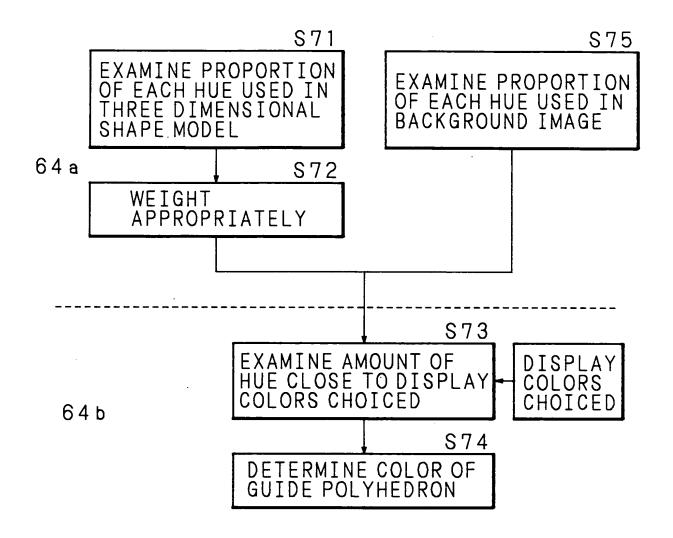


FIG. 51



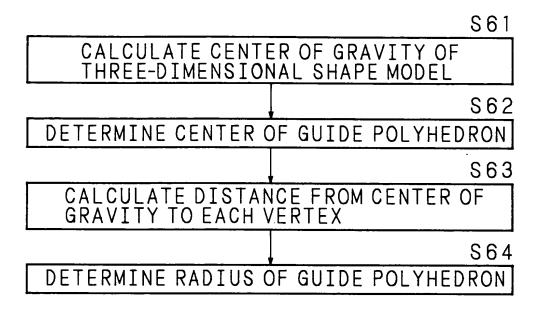


FIG. 53

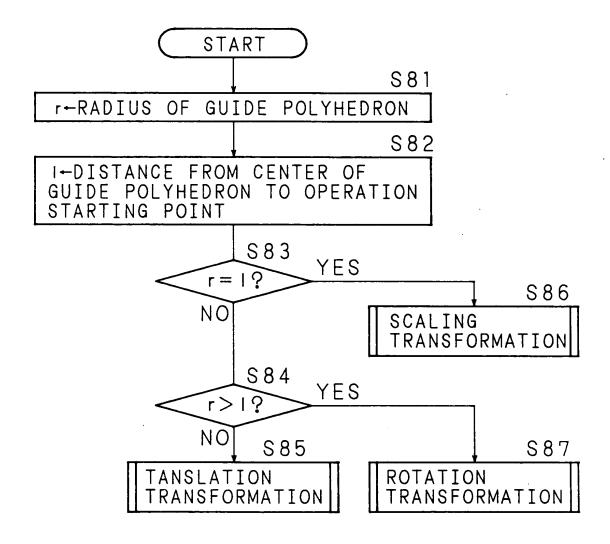


FIG. 54

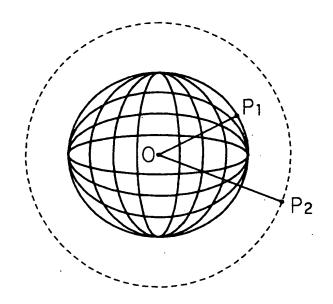


FIG. 55

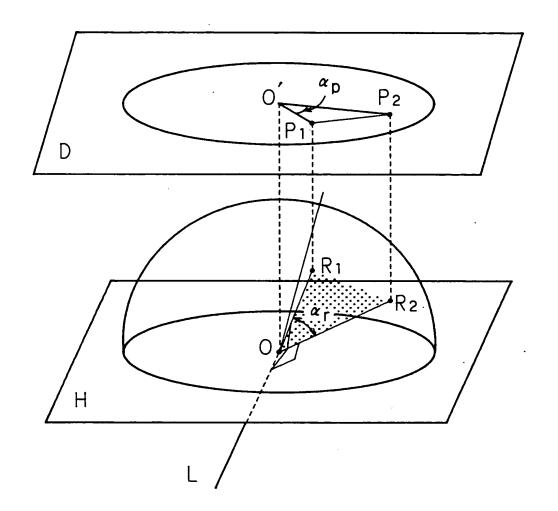


FIG. 56

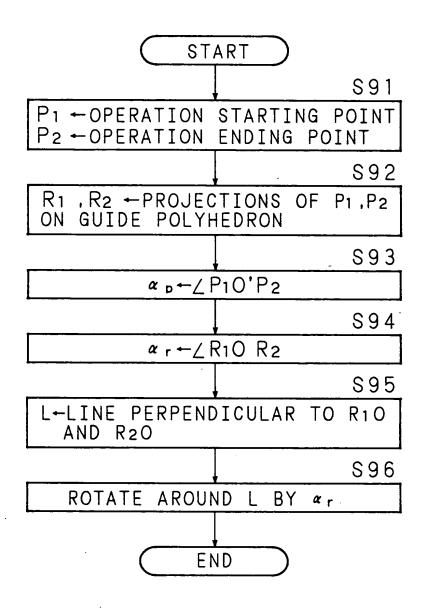
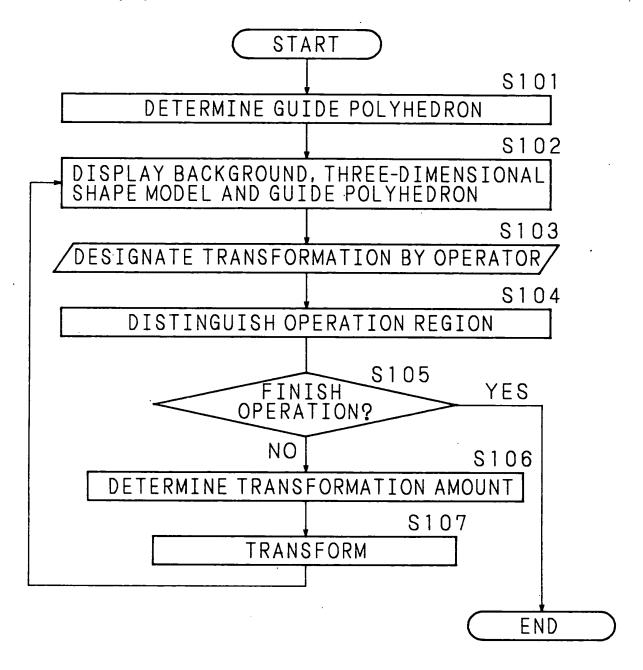
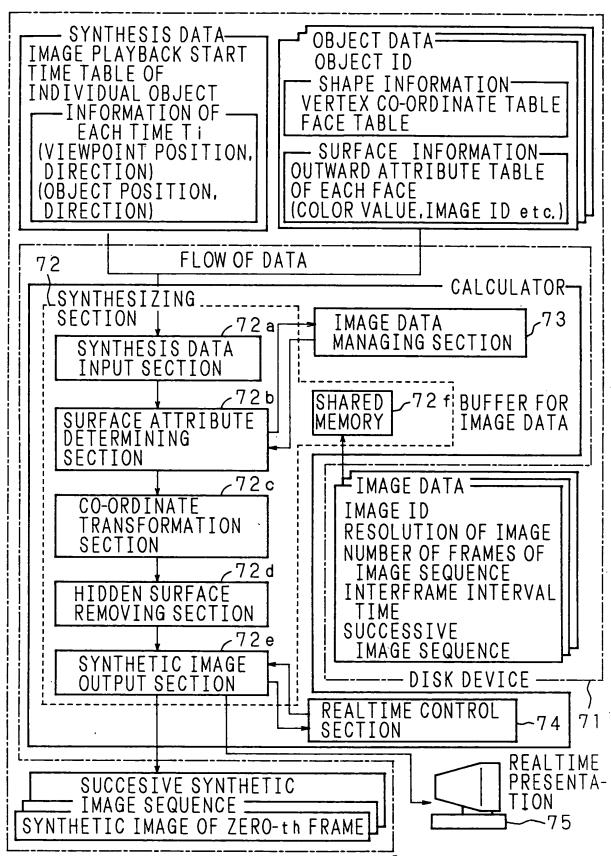


FIG. 57



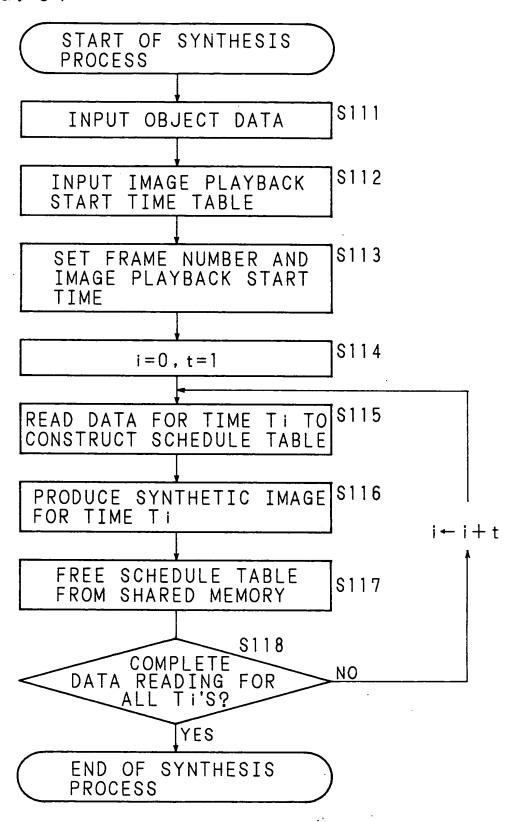


	G. 5	9 OBJECT	TABLE				EXAMPLE OF OBJECT
	7 2	OBJECT ID	SHAPE INF VERTEX CO-ORDINATE TA	INFORMATION FACE TABLE TABLE	SURFACE INFORMATION	IMAGE 0 PLAYBACK (1 START TIME	0×40000002 (RECTANGULAR PARALLELEPIPED)
	0000	80000001 40000002 40000003 00000004	POINTER	POINTER	POINTER	1000 NIV - 20 NIV - 20 NIV - 20	×
	8	VERTEX	ID CO-ORDINATE(X.Y	(X, Y, Z)	FACE ID VE	VERTEX ID	7 6
		0 c e	100 100 100 100	100000	32 1 0	1 2 3 4 7 6 2 0 7 4 0 0 3 3 4 5 6 5 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	3 14-25
		400	•	000	4 5	9 -	ا معمور معمور
		2 /	00	00			
9	FACE	IMAGE ID	START FRAME NUMBER	COLOR VALUE(RGB) /POINTER TO IMAGE DATA	GB) DIFFUSION COEFFICIENT	REFLECTI ENT COEFFICI	ON TRANSMISSION ENT COEFFICIENT
	0 -	VIE-000 VIE-000	1 15 2 15			0.0	0.0
	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	IE-000 IE-000	5 15 15	0	0.000	000	0.00
	2	NIL	0	0 255 100	0.	0,1	0.0

FIG. 60

		т —											
OBJECT INFORMATION	R OF INFORMATION ABOUT		(POINTER ''' TO TABLE) '''					 ROTATION (X,Y,Z)	0 10 0	0 0 0	0 30 10 //		0 20 0
0	NUMBER OBJECT	10	10	<u>, 10</u>	),,,	<u>.</u>		ER Z)	009 0	10	0 50		001 (
NO	DIRECTION (X,Y,Z)	0 0 -1	0 0 -1	0 0 -1.	0 0 -1			CENTER (X,Y,Z)	500 500	100 100	100 50	•	30 200
VIEWPOINT INFORMATION	)    [		<del>-</del> .				<del>_</del>	T ID	0001	0002	0003		0010
VIEWP INFOR	POSITION (X,Y,Z)	200	200 200 190 200 200 180	200 17	200 16	200 200 150	•••	10 OBJECT	0×80000001	0×40000002	0×40000003	• •	0×00000010
TIME OF SYNTHETIC SCENE		0	100	300	400	500	••						
Z		•	<del>-</del>				<u> </u>						

FIG. 61



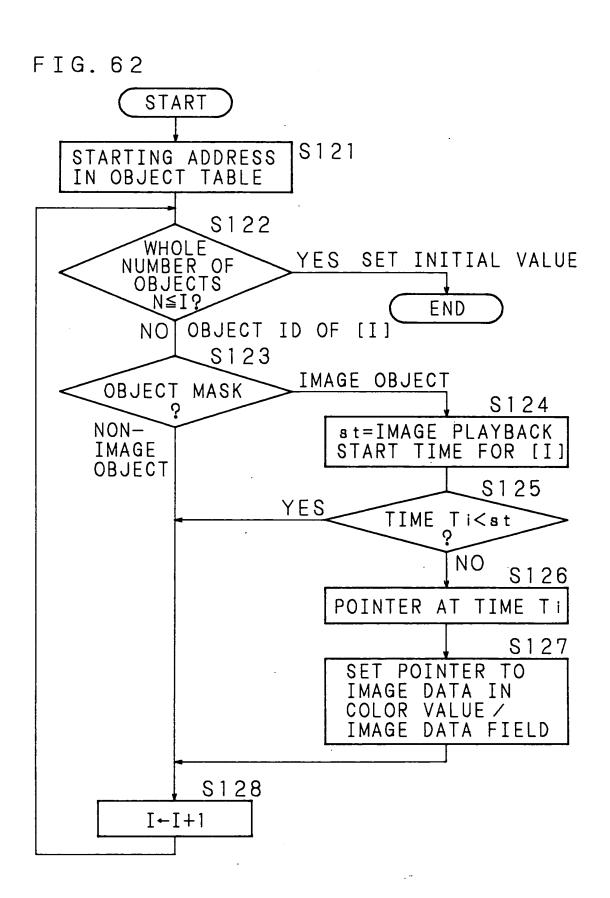


FIG. 63 START \$131 FREE IMAGE DATA AND SET POINTER TO IMAGE DATA TO NIL \$132 j = 0S133 YES N≦j? NO DATA S134 **END** SET INITIAL S135 YES STATIC IMAGE L = 1.9\$142 VIDEO IMAGE NO Fi=0\$136 DETERMINE Fi \$137 IMAGE OF YES F: IS HELD IN MEMORY REGION? NO \$138 READ IMAGE DATA OF FI INTO MEMORY REGION . \$139 SET Fi AND POINTER POINTER IN OBJECT TABLE \$140 SET S141  $j \leftarrow j + 1$ 

FIG. 64

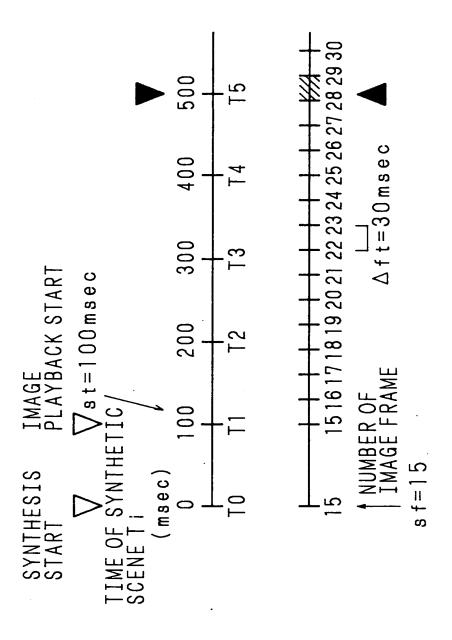


FIG. 65

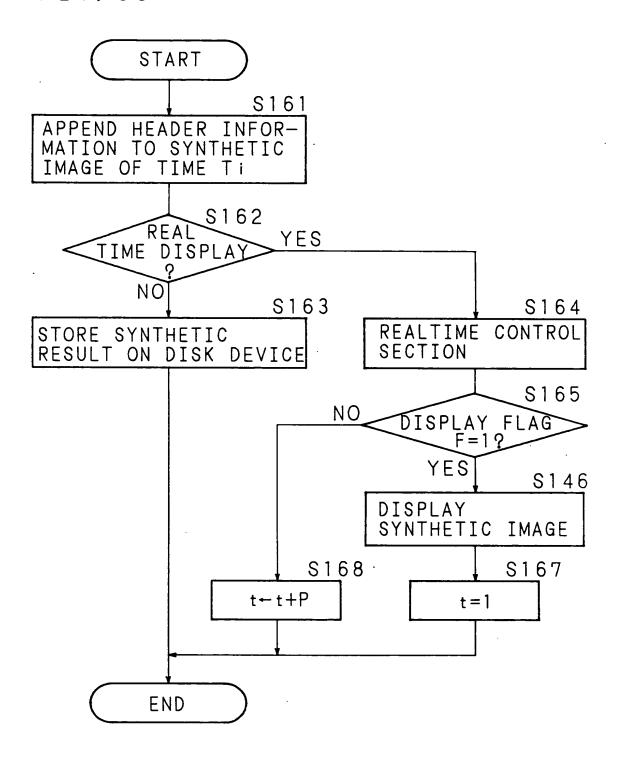


FIG. 66

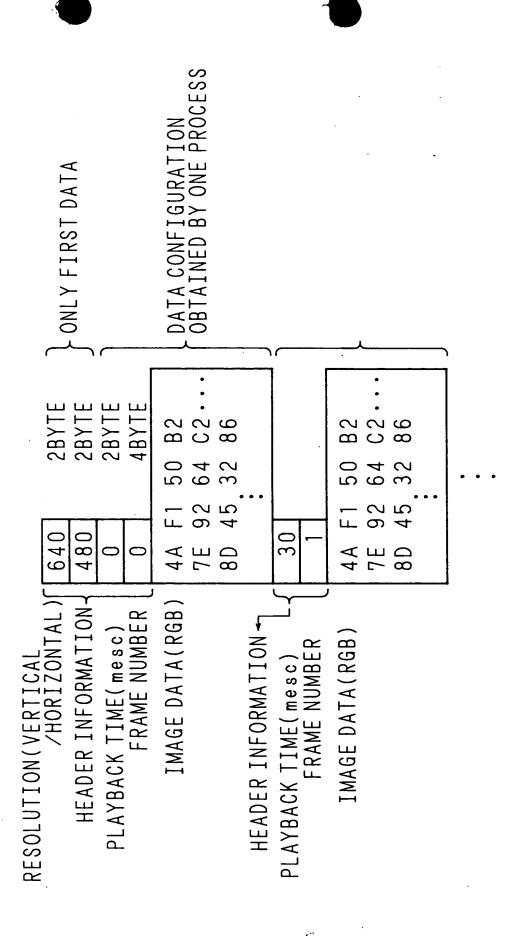


FIG. 67

